

IT NEWSLETTER

AUGUST 2018

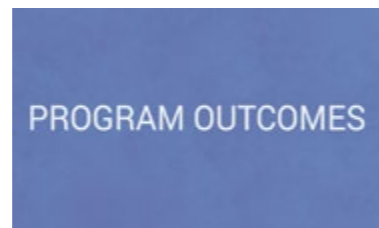


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VISION AND MISSION

Vision & Mission of Jaipur Engineering College & Research Centre, Jaipur



VISION

To become a renowned center of outcome based learning, and work towards academic, professional, cultural and social enrichment of the lives of individuals and communities.

MISSION

- Focus on evaluation of learning outcomes and motivate students to inculcate research aptitude by project based learning.
- Identify, based on informed perception of Indian, regional and global needs, areas of focus and provide platform to gain knowledge and solutions.
- Offer opportunities for interaction between academia and industry.
- Develop human potential to its fullest extent so that intellectually capable and imaginatively gifted leaders can emerge in a range of professions.

VISION AND MISSION

Vision & Mission of Department of Information Technology

**VISION**

To establish outcome based excellence in teaching, Learning and commitment to support IT Industry.

MISSION

- To provide outcome based education.
- To provide fundamental & intellectual knowledge with essential skills to meet current and future need of IT Industry across the globe.
- To inculcate the philosophy of continues learning, ethical values & social responsibility.

PROGRAM OUTCOMES (POs)

1. Engineering Knowledge:

Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems.

2. Problem analysis:

Identify, formulate, research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences.

3. Design/development of solutions:

Design solutions for complex engineering problems and design system components or processes that meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations.

4. Conduct investigations of complex problems:

Use research-based knowledge and research methods including design of experiments, analysis and interpreta-

tion of data, and synthesis of the information to provide valid conclusions.

5. Modern tool usage:

Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations.

6. The engineer and society:

Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice.

7. Environment and Sustainability:

Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development.

8. Ethics:

Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice.

9. Individual and Team Work:

Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings.

10. Communication:

Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions.

11. Project Management and Finance:

Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments.

12. Life-long Learning:

Recognize the need for, and have the preparation and ability to engage in independent and life

INDUCTION FOR 1st YEAR



This year IT Department organized a 15 days Induction Program for 1st and 2nd year as well. In those 15 days Induction program the 2nd year IT students learnt about various Modern Technologies like: - Web Application Development, Object Oriented Programming, Android App. Development, Machine Learning, Python and Cloud Computing.

While for the 1st year IT Students, Sunil Jangir Sir Introduces Department's Technical and cultural groups like OSD, PAC, our newly built group Pixel House and far more.

Also Sunil Sir gave their precious words for the bright future of the students in the form of their invaluable speech. Which will definitely help students for their Character ADevelopment.

INDUCTION FOR 1st YEAR



This 15 days training program is memorable for many Reasons...not least for interacting with professionals from various disciplines who all have the same interest in different Software Applications."

CODEVITA



About TCS

Tata Consultancy Services Ltd is a leading global IT services, consulting and business solutions organization. The company offers a range of IT services, outsourcing and business solutions. The company is a part of Tata Group, one of India's most respected business conglomerates and most respected brands and Code vita is one of the largest completion of TCS.

CODEVITA



About Code Vita

CodeVita is world's largest coding contest being organized every year by TATA Consultancy Services Limited. It is the global coding contest and is now in its 6th year. The CodeVita journey began in 2012 with the aim of promoting Programming-As-A-Sport, and has touched many milestones since then.

The main objective of Code Vita is to find the Young innovative Developer across the world and increase their programming skills by giving real life problems and example. It is the best platform for the one who loves coding and also for the one who want to develop their career in IT industry.



To make the students familiar with the code vita , Tcs organize various mockvita rounds where the students can make themselves familiar with the code vita website UI and also check their code with their Compilers.The contest will also provide students an opportunity to showcase their programming talent and ear peer recognition.

- Provides a platform to students to practice and enhance their programming skills. This time also IT department students encourage their students to participate in all these mock vitas and prepare the students for code vita and more than 13 students have cleared the code vita and has been applicable for the next round of TCS.

ENDEAVOR



Department of IT conducted a workshop on Aptitude Skills & Personality Development for students of 2nd and 3rd year IT, by “Endeavor” Careers for the duration of 2 days (17-18 August 2018). It helped students to enhance their soft skills and aptitude reasoning practice. On 1st day, in the first session they were taught how to Enhance mental calculations. And in the second session orientation to Resume Building And Email Writing was told. The second day also started with orientation to Quantitative Aptitude and concluded with orientation to Group Discussion & Personal Interview.

Endeavour Jaipur, since 2010, has been training students for MBA entrance coaching for exams such as CAT, GRE, CMAT, CLAT and BBA. At Endeavor, a student is not only guided in the process of reaching the top college but also the career path one can choose post an MBA.

ENDEAVOR



Endeavor's DNA is designed to shape the young aspirants' attitude, aptitude and instill confidence in them as they get ready to take on life head on! Endeavor is powered by a team of Top B-schools' Alumni with a history of delivering the best since the beginning. Endeavor prides itself on providing the correct career counselling to each and every student who comes here for advice or information. This includes understanding their aspirations, the various sources influencing them, assessing their actual dreams and finally, guiding them according to their interests and not according to what the multitude thinks is a good or a bad career. This has actually helped a lot of students come out with a clearer vision about their career, be it related to management or not.

They motivate and condition students to go beyond traditional boundaries and expectations. An aspirant at Endeavor is nurtured through environment that has been crafted consistently for each of our centers. Along with the classroom, the life of a student at Endeavor revolves around our facilities at every center, such as a Reading Room, where the students focus on their preparation time without any distractions.

DOCKER WORKSHOP



In association with ad-hoc computer networks, a two day hands-on workshop was conducted by the department of Information technology for 2nd and 3rd year students. It was on "Docker" to enhance their knowledge and understanding towards the technology. It was conducted by Mr. Ashutosh on 10-11 August, 2018.

Docker unlocks the potential of your organization by giving developers and IT the freedom to build, manage and secure business-critical applications without the fear of technology or infrastructure lock-in.

By combining its industry-leading container engine technology, an enterprise-grade container platform and world-class services, Docker enables you to bring traditional and cloud native applications built on Windows Server, Linux and mainframe into an automated and secure supply chain, advancing dev to ops collaboration and reducing time to value.



DOCKER WORKSHOP

“ A Computer Lab with leading-edge systems to practice, our comprehensive Online Platforms built around each test, and a well stocked Library that include business journals, novels, non-fiction titles and newspapers. Through regular one-to-one counselling sessions, every mentor ensures that each student gets real-time inputs and performance monitoring.

Because Docker increases productivity and reduces the time it takes to bring applications to market, you now have the resources needed to invest in key digitization projects that cut across the entire value chain, such as application modernization, cloud migration and server consolidation. With Docker, you have the solution that helps you manage the diverse applications, clouds and infrastructure you have today while providing your business a path forward to future applications.

The following topics were covered- Virtual Box, dual boot and virtual machine requirements to operate docker, installation of docker Kernel components, docker Hub, network isolation and Jenkins.



IT HACKATHON WORKSHOP

Department of IT is going to organise Hackathon 2.0 after the success of its first edition which was conducted last year. The goal of a hackathon is to create usable software or hardware with the goal of creating a functioning product by the end of the event. Hackathons tend to have a specific focus, which can include the programming language used, the operating system, an application, an API, or the subject and the demographic group of the programmers.

On 20th August 2018, Hackathon coordinators organized a workshop on the what's and how's of hackathon. They briefed students what actually hackathon is about and how do you code your solutions to make workable applications. Three of the third year students (Abhijeet Raj, Mohit Shah and Mridul Kedia) shared their experiences of hackathon 1.0 to motivate the juniors. The team also explained how the event is beneficial for the students. This all ignited a spark of interest in them. The students were also shown an example problem and the solution that can be developed for it. The students were found keenly encouraged and curious about IT Hackathon 2.0



IT HACKATHON WORKSHOP



The second workshop was organised on 30th August 2018. IT Hackathon team organized a session on 'Introduction to Web' in association with the department's OSD team where the enthusiastic students were introduced to the world of website development .

The OSD team mentored the students about how a website is developed. Students of OSD team gave the audience step by step instructions on how they can create and style a webpage. Basics of HTML and CSS were taught along with certain add-ons. Video tutorials of these made the grasping ultra smooth. The team also suggested different text editors that can be used . They also gave an introduction to templates to make their websites appealing. Certain things in web development arena was also shared. Simultaneous doubt clearing sessions made the workshop exceptionally interesting. The keen faces clearly mentioned their motivation and curiosity to learn in the session. Everyone thanked the OSD team for their support. The show ended on a happy note with a happy feedback from the listeners.

ALUMNI SESSION



IT Department organized Alumni Sessions where alumni shared their placement journey and experiences. They guided the students about interview preparation and answered their queries.

The following alumni have visited in the month of August:-

1. Ms. Peehu Seema Ved and Mr. Nikhil Maheshwari:

Both of them are currently working with Accenture. They told the students about the organization and described the process of placement. Then they conducted a Group Discussion and told the students about DOs and DONTs of the same.

At last they answered all the queries of students.

2. Mr. Anurag Mishra :

He is currently working with Cocubes. He told students to make their aptitude very strong as it is the very first step. He advised students to increase their technical knowledge more and more and develop personality. He asked all the students to maintain their profiles on Naukri.com.

Then he solved the queries of students.

PIXEL HOUSE



Graphic design, also known as communication design, is the art and practice of planning and projecting ideas and experiences with visual and textual content. The form it takes can be physical or virtual and can include images, words, or graphics. IT department has a group, Pixel House which works on the graphic designing. It is a great opportunity for the students who are creative and imaginative. Students who have least or no interest in coding, Pixel House is a great opportunity for them.

To mentor students we have Sourabh Agrawal and Diksha Lath students from 3rd year IT. They will acquaint students with the latest tools and technologies of graphic designing. On 30th August, 2018, the students of this group conducted a workshop for 1st and 2nd year students so that they can know about the scope of graphic designing.

PIXEL HOUSE



In the workshop, they briefly told about what the group has done and what they are going to do in the near future. Graphic design is important to marketing and selling products, and is a critical component of brochures and logos. Therefore, graphic designers, also referred to as graphic artists or communication designers, often work closely with people in advertising and promotions, public relations, and marketing. Mentors will keep them up to date with the latest software and computer technologies in order to remain competitive.

The following projects have been done by Pixel House:

- Designing part in renaissance.
- OSD group logo.
- IT hackathon logo.
- IT department logo and many more projects

Student Coordinator



Ms. Neha Gupta
IV Year



Mr. Sourabh Agrawal
III year



Ms. Ritisha Kothari
III year



Ms. Diksha Lath
III Year



Ms. SIMRAN
III year



Mr. Kabir Swami
II Year

Teacher Coordinator



Mrs. Shikha Shrivastava
Assistant Professor
Department of Information Technology



Ms. Shweta Saxena
Assistant Professor
Department of Information Technology



Mr. Sunil Jangir
Head of Department
Department of Information Technology



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